

LK-1161 Light-Up Learning Keyboard

42-4057

OWNER'S MANUAL — Please read before using this equipment.

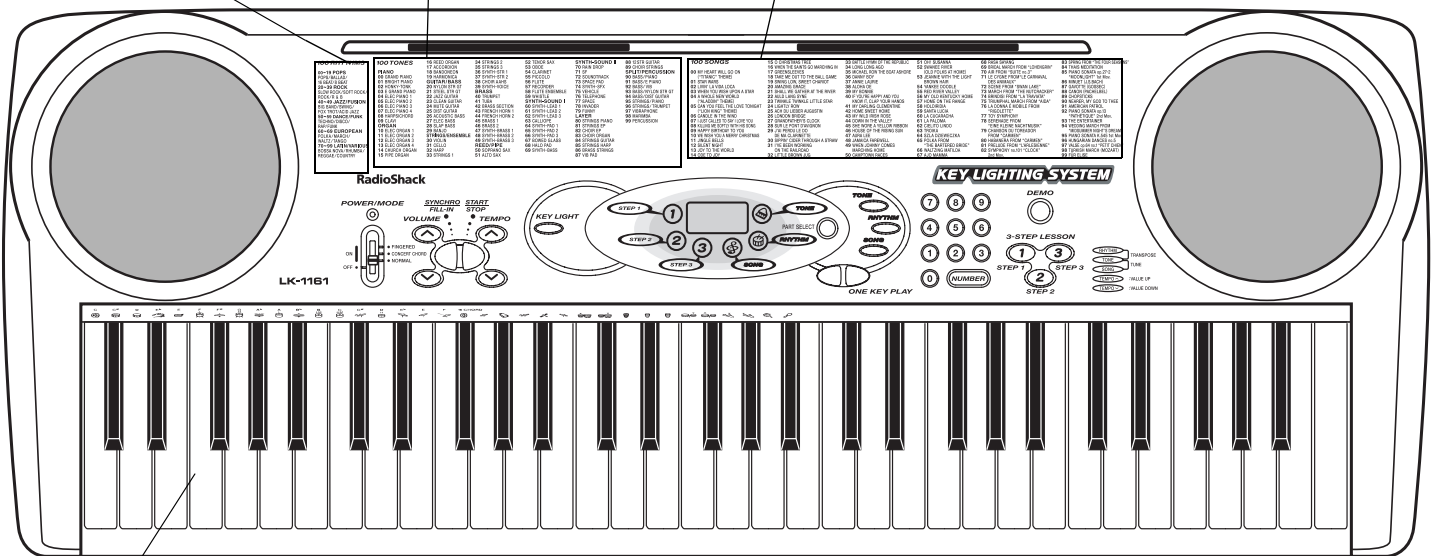
Two Power Options — let you power the keyboard from internal batteries (not supplied) or standard AC power (with an optional adapter) so you can make music almost anywhere (see “Connecting Power” on Page 2).

12-Note Polyphonic Sound — lets you play and hear up to 12 notes at the same time, so you can play or create almost any type of music.

100 Auto-Rhythms — provide a steady beat for many styles of music, from rhumba to rock (see “Percussion Sounds” on Page 6).

100 Tones — let you set your keyboard to sound like anything from a harpsichord to a honky-tonk piano (see “Using the Preset Tones” on Page 5).

100 Prerecorded Tunes — let you hear a sample of what you and your keyboard can do. You can play the tunes either one at a time or consecutively, and you can turn off the melody or accompaniment portion so you can play along with the tunes (see “Playing the Prerecorded Tunes” on Page 5).



61 Full-Sized Lighting Keys — light as the keyboard plays a tune, to help you see which keys to press and develop your music skill (see “Using Lesson Mode” on Page 8).

This Owner's Manual explains how to use this electronic keyboard. It does not teach music.

! IMPORTANT !

If an icon appears at the end of a paragraph, go to the box on that page with the corresponding icon for pertinent information.

⚠ — Warning

! — Important

⚡ — Caution

💡 — Hint

📄 — Note

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WARNING

Dispose of old batteries promptly and properly. Do not burn or bury them.

CAUTION

Installing Batteries

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.
- If you do not plan to use the keyboard with batteries for a week or more, remove the batteries. Batteries can leak chemicals that can destroy electronic parts.

Using AC Power



You must use a Class 2 power source that supplies 9V DC and delivers at least 800 mA. Its center tip must be set to negative and its plug must fit the keyboard's **DC 9V** jack. Using an adapter that does not meet these specifications could damage the keyboard or the adapter.

- Always connect the AC adapter to the keyboard before you connect it to AC power. When you finish, disconnect the adapter from AC power before you disconnect it from the keyboard.

THE FCC WANTS YOU TO KNOW


This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the *FCC Rules*. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, try to correct the interference by one or more of the following measures:



CONNECTING POWER

You can power your keyboard using internal batteries or standard AC power with an optional AC adapter.

INSTALLING BATTERIES

Your keyboard can use 6 AA batteries (not supplied) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries. 

1. Make sure **POWER/MODE** is set to **OFF**.
2. Press the tab on the battery compartment cover on the bottom of the keyboard, then pull up the cover to remove it.
3. Place the batteries in the compartment as indicated by the polarity symbols (+ and -) marked inside.
4. Replace the cover.

When the keyboard stops operating properly, replace the batteries.  

CONNECTING HEADPHONES

To listen to your keyboard without disturbing others, you can connect an optional pair of stereo headphones with a 1/4-inch (6.35 mm) plug. RadioShack sells a wide selection of headphones. Insert the headphones' plug into **PHONES/OUTPUT** on the back of the keyboard. Connecting headphones disconnects the keyboard's built-in speakers.

LISTENING SAFELY

To protect your hearing, follow these guidelines when you use headphones.


- Set the volume to the lowest setting before you begin listening. After you begin listening, adjust the volume to a comfortable level.

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult your local RadioShack store or an experienced radio/TV technician for help.

If you cannot eliminate the interference, the FCC requires that you stop using your keyboard.

You must use shielded interface cables with this equipment.

USING AC POWER

You can power the keyboard using a 9V, 800 mA AC adapter and a size M Adaptaplug™ adapter (neither supplied). Both are available at your local RadioShack store or online at www.radioshack.com. Connecting an AC adapter automatically disconnects any internal batteries. 

1. Make sure **POWER/MODE** is set to **OFF**.
2. Set the AC adapter's voltage switch to **9V**.
3. Insert the Adaptaplug adapter into the adapter's cord so it reads - TIP.
4. Connect the AC adapter's barrel plug to **DC 9V** on the back of the keyboard.
5. Plug the AC adapter's other end into a standard AC outlet.

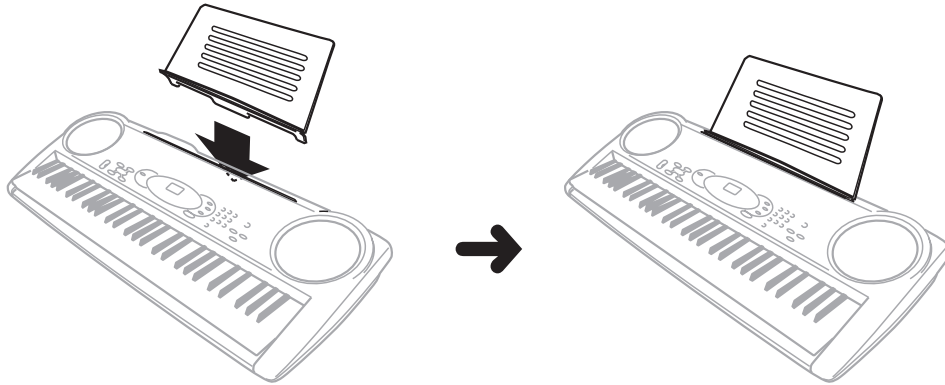
Always disconnect the AC adapter when you finish using the keyboard.

CONNECTING AN EXTERNAL AMPLIFIER

To amplify your keyboard's sound, you can connect it to an optional external amplifier using an audio cable with a 1/4-inch (6.35 mm) plug (not supplied). To connect an external amplifier to your keyboard, insert the cable's plug into **PHONES/OUTPUT** on

the back of the keyboard, then connect the other end of the cable to the amplifier's input jack(s) (such as AUX IN or TAPE IN). RadioShack sells a full line of amplifiers, speakers, and cables.

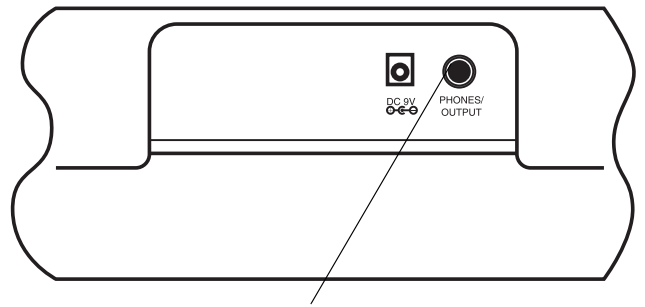
USING THE SHEET MUSIC STAND



To easily view sheet music while playing your keyboard, insert the supplied sheet music stand into the slot on the top back panel.

A QUICK LOOK AT YOUR KEYBOARD

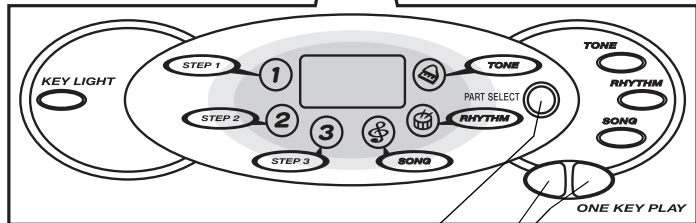
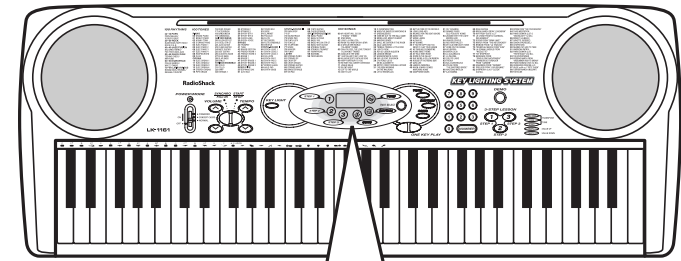
(Back of Keyboard)



Headphones/Output Jack — lets you connect headphones so you can play without disturbing others, or an external amplifier so you can play for a crowd (neither supplied) (see “Connecting Headphones” on Page 2).

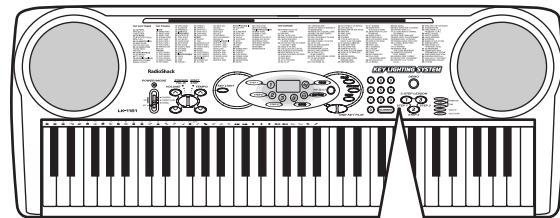
Transpose Function — lets you instantly change the key of the music, even while you are playing (see “Changing Keys” on Page 9).

Tune Control — lets you adjust the pitch of your keyboard so you can play in tune with other instruments (see “Tuning the Keyboard” on Page 9).

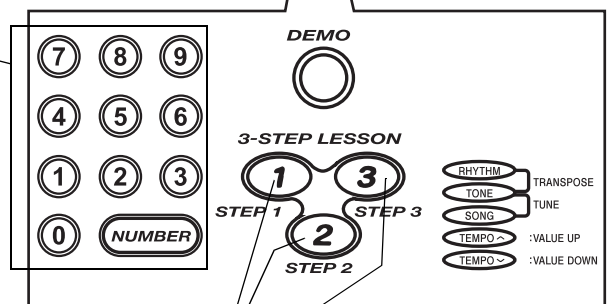


PART SELECT — lets you select right or left hand practice in lesson mode (see “Playing the Left-Hand Part” on Page 8).

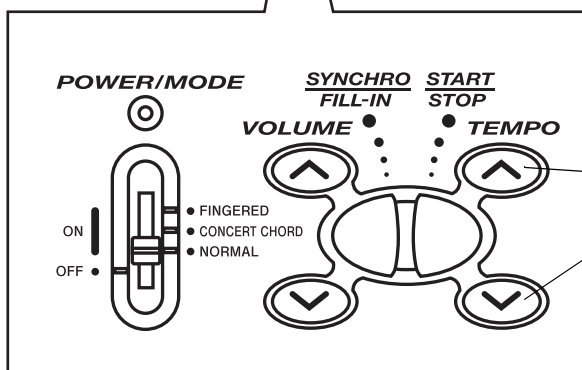
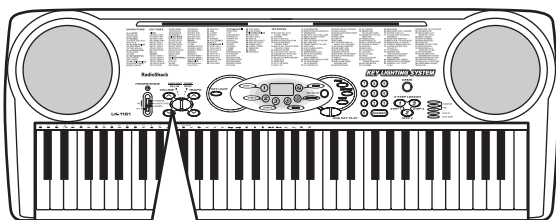
ONE KEY PLAY — lets you play a prerecorded song in time with the music using the keyboard’s lesson mode (see “Using Lesson Mode” on Page 8).



Numeric Keypad — makes it easy to enter the number of a preset tone, rhythm, or prerecorded song.



3-STEP LESSON — lets you select how you want the keyboard to play a prerecorded tune (see “Using Lesson Mode” on Page 8).



Tempo Control — lets you speed up or slow down the tempo of any selected music pattern.

A Quick Look at Your Keyboard

BASIC OPERATION

1. To turn on the keyboard, set **POWER/MODE** to **NORMAL**. The POWER/MODE indicator lights. ✓
2. To hear a sample of the keyboard's many sounds, play a prerecorded tune (see "Playing the Prerecorded Tunes"). To make your own music, simply begin playing the keyboard.
3. Repeatedly press **VOLUME ▲** or **▼** to increase or decrease the volume. The current setting appears.
4. To turn off the keyboard, set **POWER/MODE** to **OFF**. The POWER/MODE indicator turns off.

AUTO POWER OFF/ POWER ON ALERT

To save power when operating on batteries, the keyboard automatically turns off after about 6 minutes if you do not press a key. To turn on the keyboard again, set **POWER/MODE** to **OFF** then back to **NORMAL**.

To remind you that the keyboard is turned on, if the keyboard is connected to an AC adapter, it automatically turns off the sound after about 6 minutes if you do not press a key. The keyboard silently "plays" song 99 ("Fur Elise"). The keys play the song to light, but you hear no sound. To turn the sound back on, press any button or key.

To set the keyboard so it does not automatically turn off or enter power on alert mode, turn on the keyboard while holding down **TONE**.

PLAYING THE PRERECORDED TUNES

You can sit back and listen to the 100 tunes that come prerecorded in the keyboard. The keyboard's keys light to indicate the melody notes of the tune as it plays. ✓

SELECTING/PLAYING BACK A SPECIFIC TUNE

1. Press **SONG**. The SONG indicator lights and the number of the current tune appears.
2. Choose a tune from the 100 SONGS list and enter its two-digit number on the keypad. ✓
3. Press **START/STOP** to start playing the tune. ✓

4. Use **VOLUME ▲** or **▼** to adjust the overall volume as desired.
5. To stop playing the tune, press **START/STOP** again.
6. To stop playing back any tunes, press **SONG** again.

CONSECUTIVELY PLAYING BACK ALL THE TUNES

To play all 100 prerecorded tunes consecutively, press **DEMO**. The keyboard plays the tunes in sequence until you turn off the keyboard.

To stop playing back all the tunes, press **DEMO** again.

USING THE PRESET TONES

Your keyboard can sound like 100 different musical instruments or sound effects. The TONES list on the keyboard's top panel shows the name and two-digit number for each preset tone. ✓

SELECTING/PLAYING A PRESET TONE

1. Press **TONE**. The TONE indicator lights and the current tone's number appears. ✓
2. To play a different tone, choose a preset tone from the 100 TONES list and enter its two-digit number on the keypad. As you press the keys, the selected digits appear. ✓
3. Play the keyboard to hear the selected tone and adjust **VOLUME ▲** or **▼** to the desired level.
4. To select a different tone, repeat Steps 1 and 2.

LAYERED TONES

The preset tones numbered 80 through 89 on your keyboard let you automatically play two different layered tones at the same time when you press one key. For example, STRINGS PIANO (No. 80) plays string and piano tones when you press a key.

KEYBOARD SPLIT TONES

The preset tones numbered 90 through 96 on your keyboard let you automatically play two different musical instruments or sound effects independently on opposite sides of the keyboard.

The instrument listed first in the tone's name plays on the left half of the keyboard (below middle C). The instrument listed next plays on the right half of the keyboard (above middle C). For example, BASS/PIANO (No. 90) plays a bass tone on the left half of the keyboard and a piano tone on the right.



Basic Operation

- The keyboard automatically selects the tone GRAND PIANO (No. 00) when you turn the power on. To select a different tone, see "Selecting/Playing a Preset Tone".
- To select an auto-rhythm, see "Percussion Sounds" on Page 6.
- To play auto accompaniment, see "Using Auto Accompaniment" on Page 6.
- The keyboard's volume ranges from 0 (no sound) to 9 (maximum). Each time you turn on the keyboard, the volume is set to 7.
- To quickly change the volume setting, hold down **VOLUME ▲** or **▼**.
- To quickly return to the default volume setting of 7, press **VOLUME ▲** and **▼** at the same time.
- The volume level differs depending on the tone, accompaniment, or song you selected.

Playing the Prerecorded Tunes

- To practice or play along with the prerecorded tunes, see "Using Lesson Mode" on Page 8.
- Precede a single-digit number with a 0. For example, to select 07 ("I Just Called To Say I Love You"), press **0 7**.
- You cannot use the preset auto-rhythms while a prerecorded tune is playing. To play a rhythm, press **SONG** to exit the song mode first.

Using the Preset Tones

- The keyboard has 12-note (maximum) polyphonic sound. This means that you can play up to 12 different notes at the same time with most of the keyboard's preset tones. Some tones are only capable of 6-note polyphony.
- Most tones on this keyboard have been recorded and processed using a technique called *digital sampling*. To ensure a high level of tonal quality, samples are taken in the low, mid, and high ranges and are then combined to sound amazingly close to the originals. You might notice very slight differences in volume or sound quality for some tones when you play them at different positions on the keyboard. This is an unavoidable result of multiple sampling and is not a malfunction.
- Some sound effect tones, such as PERCUSSION (No. 99), do not follow the musical scale when played, but change effect as you play them in different octaves on the keyboard.

Selecting/Playing a Preset Tone

- Each time you turn the keyboard on, it automatically selects the tone GRAND PIANO (No. 00).
- Precede a single-digit number with a 0. For example, to select ELEC PIANO 1 (No. 04), press **0 4**.
- If you enter an incorrect first digit, press **TONE** to clear your entry, then enter the correct digit.

NOTE

Percussion Sounds

When you select the Fingered or Concert Chord mode, the keys in the lower 1¹/₂ octaves become the accompaniment keys and do not produce percussion sounds. See "Using Auto Accompaniment".

Selecting/Playing an Auto-Rhythm


- The keyboard automatically selects the rhythm Club Pop (No. 00) when you turn the power on.
- Precede a single-digit number with an 0. For example, to select POP BALLAD (No. 05), press **0 5**.
- If you incorrectly enter the first digit of the rhythm, press RHYTHM to clear the entry and return to the last selected auto-rhythm.
- You can adjust the tempo to play an auto-rhythm from 40 to 255 beats per minute.
- To quickly slow down or speed up the tempo, hold down **TEMPO ▲** or **▼**.
- To reset the tempo to its default (original) speed, press **TEMPO ▲** and **▼** at the same time.




































Using Auto Accompaniment

- You can use the keyboard's rhythm controls (**FILL-IN** and **SYNCHRO**) with both types of auto accompaniment.
- After you press the auto accompaniment keys, the keyboard plays the same chord until you press other keys to play a different chord or press **START/STOP**.

PERCUSSION SOUNDS

PERCUSSION (No. 99) lets you play the 35 different percussion sounds shown here.

The symbol for each sound appears above the corresponding key on the keyboard. 

 BASS DRUM	 OPEN HI-HAT	 COWBELL	 LOW TIMBALE
 SIDE STICK	 LOW-MID TOM	 CRASH CYMBAL 2	 HIGH AGOGO
 ACOUSTIC SNARE	 HIGH-MID TOM	 CLAVES	 LOW AGOGO
 HAND CLAP	 CRASH CYMBAL 1	 RIDE CYMBAL 2	 CABASA
 ELECTRIC SNARE	 HIGH TOM	 HIGH BONGO	 MARACAS
 LOW FLOOR TOM	 RIDE CYMBAL 1	 LOW BONGO	
 CLOSED HI-HAT	 CHINESE CYMBAL	 MUTE HIGH CONGA	
 HIGH FLOOR TOM	 RIDE BELL	 OPEN HIGH CONGA	
 PEDAL HI-HAT	 TAMBOURINE	 LOW CONGA	
 LOW TOM	 SPLASH CYMBAL	 HIGH TIMBALE	

USING THE PRESET AUTO-RHYTHMS

Your keyboard has 100 preset auto-rhythms that provide a steady beat for your music.

The name and two-digit number of each preset auto-rhythm is listed on the keyboard's top panel.

You can play a preset auto-rhythm on the keyboard in any of the following ways:

- Select and play a rhythm (see "Selecting/Playing an Auto-Rhythm").
- Synchronize the start of a rhythm with your music (see "Using SYNCHRO").
- Briefly vary the pattern of a rhythm (see "Using FILL-IN").

6. Play the keyboard along with the auto-rhythm.
7. To select a different rhythm, repeat Steps 1 and 2.
8. To stop the auto-rhythm, press **START/STOP** again.

USING SYNCHRO

This feature lets you synchronize the start of an auto-rhythm with the beginning of your music.

After you select and enter an auto-rhythm, press **SYNCHRO/FILL-IN**.




Begin playing the keyboard. The keyboard automatically begins to play the rhythm when you press any key within the first 1¹/₂ octaves of the lower end of the keyboard (the first 18 keys from the left side of the keyboard).

USING FILL-IN

This feature lets you insert a short (1- to 2-measure) variation in the beat pattern of a selected auto-rhythm.

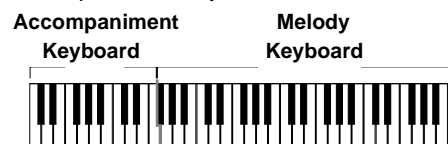
Press and release **SYNCHRO/FILL-IN** while the auto-rhythm is playing. The keyboard inserts a 1- to 2-measure variation, then the original rhythm automatically resumes at the end of the current measure.


SELECTING/PLAYING AN AUTO-RHYTHM

1. Press **RHYTHM**. An indicator appears to the right of RHYTHM and the number of the current auto-rhythm appears. 
2. To select a different rhythm, choose an auto-rhythm from the 100 RHYTHMS list and enter its two-digit number on the keypad. 
3. Press **START/STOP** to start the selected auto-rhythm.
4. Adjust **VOLUME ▲** or **▼** to the desired level.
5. To change the auto-rhythm speed, press **TEMPO ▲** or **▼**. The current tempo setting appears. 

USING AUTO ACCOMPANIMENT

The 18 keys on the left side of the keyboard with note labels above them are called accompaniment keys.



You can set the keyboard to play two different types of auto accompaniment using the accompaniment keys. 

- **Concert Chord** — lets you play chords on the accompaniment keys using chord formations of one to four notes. The number of keys you press determines the type of chord that plays (see "Concert Chord" on Page 7).

- **Standard Fingering** — lets you play chords on the accompaniment keys using standard chord formations of three or four notes (see “Standard Fingering”).

CONCERT CHORD

The concert chord method lets beginning keyboard players easily select and play a chord.

The number of accompaniment keys you press determines the type of chord that plays. This chart shows the chord type that plays when you press one, two, three, or four accompaniment keys at the same time.

Number of Keys Pressed	Chord Type
C D E F G A B C D E F 	Major
C D E F G A B C D E F 	Minor (m)
C D E F G A B C D E F 	Dominant Seventh (7)
C D E F G A B C D E F 	Minor Seventh (m7)

The lowest note you play determines the key of the chord. For example, if the lowest note is C, the keyboard plays a C chord. ☑

1. Set **POWER/MODE** to **CONCERT CHORD**.
2. Enter a two-digit auto-rhythm number.
3. To start the auto-rhythm before the auto accompaniment, press **START/STOP**.

Or, to synchronize the start of the selected auto-rhythm with your accompaniment, press **SYNCHRO/FILL-IN**.

4. Begin the accompaniment at the desired interval by pressing the desired accompaniment key(s).

To play a melody along with the accompaniment, press any key(s) to the right of the accompaniment keys.

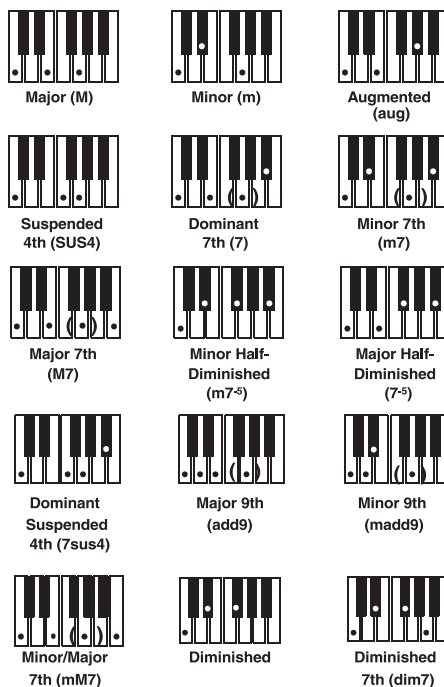
5. Adjust **TEMPO** ▲ or ▼ and **VOLUME** ▲ or ▼ to the desired level.
6. To change chords without interrupting the rhythm, simply press the auto accompaniment key(s) required to form the new chord.

7. To stop auto accompaniment and the auto-rhythm, press **START/STOP**.

STANDARD FINGERING

The standard fingering method uses standard formations of three or four notes, and lets the experienced musician play a wider variety of accompaniment chords. ☑

This chart shows the 15 chord types you can play on your keyboard by using standard fingering.



1. Set **POWER/MODE** to **FINGERED**.
2. Select and enter an auto-rhythm.
3. To start the auto-rhythm before your auto accompaniment, press **START/STOP**.
Or, to synchronize the start of the selected auto-rhythm with your accompaniment, press **SYNCHRO/FILL-IN**.
4. Begin the accompaniment at the desired interval by pressing at least three accompaniment keys to play the desired chord.
To play a melody along with the accompaniment, press any key(s) to the right of the accompaniment keys.
5. Adjust **TEMPO** ▲ or ▼ and **VOLUME** ▲ or ▼ to the desired level.
6. To change chords without interrupting the rhythm, simply press the auto accompaniment keys required to form the new chord.
7. To stop auto accompaniment and the auto-rhythm, press **START/STOP**.



Concert Chord

You can press *any* labeled note(s) to the right of the lowest note in the chord to produce a minor, a dominant seventh, or minor seventh chord.

Standard Fingering

- You do not have to press the key marked with parentheses on the keyboard in the chart to produce a 7, m7, M7, mM7, add9, or madd9 chord.
- Although the chart shows only one possible fingering position for each chord, it is possible to play a chord using several different positions. For example, the following three positions produce the same C chord.



- When you play an aug, 7⁻⁵, or dim7 chord, the lowest note you play determines the root of the chord. Be sure that your fingering correctly defines the root you want.
- See “Standard Fingering Chord Charts” on Page 11 for all the chords you can play on your keyboard using standard fingering accompaniment.

NOTE

Using Lesson Mode

- When using a two-hand tune, the note lengths are not indicated in easy play and slow play modes (Step 1 and Step 2). The key light goes out as soon as you press the correct key and the next note's key flashes.
- You might not be able to see the keyboard keys light under direct sunlight or in other brightly lit areas.
- You can also press any key on the keyboard instead of **ONE KEY PLAY**. You do not have to worry about pressing the correct key, just concentrate on pressing the key in time.
- The rhythm (percussion) part does not sound during slow play.
- Up to four keyboard keys can be lit at the same time.
- When using an auto-accompaniment tune, the lights indicate which note to play and how long that note should be played. A key with a steady light is the one you should play, and it stays lit for as long as the note should last. A key with a flashing light indicates the next note you play.
- When a key light goes out momentarily then lights again, it indicates that the same note should be played in succession.

Playing the Left Hand Part

- **PART SELECT** works only in lesson mode.
- To check which part is active now, press **STEP 3**. The keys at either end light to show you the current mode setting. Press **STEP 1** or **STEP 2** to return to the level you want, if necessary.

USING LESSON MODE

The keyboard's lesson mode helps you follow along with any of the prerecorded tunes, even if you have no experience playing a keyboard. The keyboard lets you play along with one finger at first, then use normal fingering at a slow tempo, then finally normal fingering at full speed. ✓

The prerecorded tune numbers 00 through 84 contain the accompaniment part, and tune numbers 85 through 99 are for two-handed play.

1. Press **SONG**. The SONG indicator lights and the currently selected song number appears.
2. Look up the number of the tune you want to play in the song list and input its two-digit number. Precede a single-digit number with 0. For example, to select 07 ("I Just Called to Say I Love You"), press **0 7**.

If you enter an incorrect first digit, press **SONG** to clear your entry, then enter the correct digit.

3. Select the step you want to take; **STEP 1**, **STEP 2**, or **STEP 3**, then press that button. The corresponding indicator lights.

Step 1: Easy Play

After a count sounds (and the intro measures if the selected tune has intro measures), the keyboard waits for you to play the first note. Press either **ONE KEY PLAY** button. The keyboard plays the first note of the melody for an auto-accompaniment tune or the right hand part for two-hand tunes and the auto-accompaniment or the left hand part. Keep on pressing either **ONE KEY PLAY** button in time with the music. You might want to use two fingers to press either **ONE KEY PLAY** button alternately for tunes that have rapid tempo.

Step 2: Slow Play

After a count sounds (and the intro measures if the selected tune has intro measures), the keyboard waits for you to play the first note. Press the keys as they light. The accompaniment (left hand) part of the tune follows along as you play the melody (right hand) part. You can play at the pace you want, as the auto-accompaniment or left hand part waits until you press the correct key. The key for the next note flashes, and lights when you play the note. ✓

Step 3: Normal Play

At this level, the keyboard's keys still light, but they no longer wait for you to press the correct key. The accompaniment part or left hand part is played at normal speed, no matter what

you play (or do not play). Try not to delay the accompaniment – you can still slow down the tempo using **TEMPO ▼** if the normal speed is still too fast for you. Press **TEMPO ▲** and **▼** at the same time to return the tempo to its initial preset setting.

4. To stop the session, press **START/STOP**. The STEP indicator turns off.

The keyboard is still in the lesson mode, so you can restart the lesson by pressing **STEP 1**, **STEP 2**, or **STEP 3**.

To exit the lesson mode and return to normal mode, press **SONG**.

You can press **ONE KEY PLAY**, **STEP 1**, **STEP 2**, and **STEP 3** any time to enter lesson mode and start practicing, except while a demo tune is playing (in which case the previously selected tune starts). The first time the keyboard is turned on, it automatically selects song 00 ("My Heart Will Go On"). ✓

In the Normal Play mode (Step 3), the applicable key remains lit as long as its note plays. The key for the next note to be played does not flash. Keys light when their notes start to play.

- For the accompaniment, the root note and other notes that form the chord alternately light. For example, for the chord C-E-G, the C key and E/G keys light alternately.
- Some tunes use chords (such as C6) that cannot be played with the FINGERED setting. In the FINGERED mode, even if you finger the chords according to the keys that are lit, chords might sound differently from the ones produced during demo play.

PLAYING THE LEFT-HAND PART

Once you master the right-hand part of the two-hand tunes (85 through 99), you can practice the left hand part. ✓

1. Press **STEP 1**, **STEP 2**, or **STEP 3**. The corresponding indicator lights.
2. Press **PART SELECT**. After a count beat sounds, the right-hand part starts to play and the keys for the left-hand part notes flash.

Repeatedly press **PART SELECT** to alternate between left-hand and right-hand modes.

3. To stop playing the melody, press **START/STOP**. The indicator goes out.

CHANGING THE TONE OF A PRERECORDED TUNE

You can change the tone before starting play or while play is already in progress.

1. Press **TONE** while the **SONG** indicator is on. Both the **SONG** and **TONE** indicators light and the display shows the number of the tone currently assigned.
2. Enter the number for the tone you want.

SPECIAL FEATURES

CHANGING KEYS

The keyboard automatically selects the key of middle C each time you turn it on. For added flexibility as you play, the keyboard lets you change (transpose) the musical key in which it plays.

1. Hold down **TONE** and **RHYTHM** at the same time.
2. Within 5 seconds, press **TEMPO ▲** or **▼** to lower or raise the key. Each time you press **TEMPO ▲** and **▼**, the number decreases or increases by 1 semitone.

As you raise the key, **1** is C \sharp , **2** is D, and so on. As you lower the key, **-1** is B, **-2** is B \flat , **-3** is A, and so on.

TURNING KEY LIGHTING OFF

Key lighting turns on automatically when:

- you turn on the keyboard.
- you press **DEMO** to play demo tune.
- you press **SONG** in the normal mode.
- the power on alert function operates.

Press **KEY LIGHT** to turn off the key lighting if necessary. Press **KEY LIGHT** again to turn key lighting back on.

TUNING THE KEYBOARD

Although your keyboard never goes out of tune, you can adjust its pitch to match other instruments or musical recordings.

1. Hold down **TONE** and **SONG** at the same time.
2. Within 5 seconds, press **TEMPO ▲** or **▼** to lower or raise the keyboard's pitch. Each time you press the key, the number decreases or increases by 1 cent.



Changing the Tone of a Prerecorded Tune

- You cannot change the tone of the two-hand tunes (number 85 through 99).
- Selecting another tune switches the tone to the default tone of the newly selected tune.
- When you change the tone for the pre-recorded tunes, the newly selected tone stays in effect even after you switch to normal mode.

Changing Keys

- You cannot change the key while a pre-recorded tune is selected or playing.
- The number on the display is the number of *semitones* to which the keyboard is set, compared to its default key. A semitone is a measurement that represents the acoustical interval between the tones of any two keys on the keyboard. For example, the difference between C and C \sharp or B and B \flat is one semitone. You can transpose the key down 6 semitones (to an F \sharp) and up 5 semitones (to an F) — a full octave.
- You can also use the number keypad to quickly raise the key. Simply press the semitone change value (1 to 5).
- The keyboard automatically resets the key to the default value of 0 (middle C) each time you play a pre-recorded tune (by pressing **DEMO** or **SONG**).
- Each preset tone plays within a specified range. If a key change causes a note to exceed its range, the same note sounds in the nearest octave.
- When you select preset tones 75 through 79 and 90 through 96 after changing the key, the keyboard split point changes accordingly (see "Keyboard Split Tones" on Page 5).
- Changing the key does not affect the **PERCUSSION** (No. 99) preset tone or auto-accompaniment rhythm.

Tuning the Keyboard

- You cannot tune the keyboard while a pre-recorded tune is displayed or playing.
- The number on the display is the number of *cents* to which the keyboard is currently tuned, compared to its default pitch. A cent is the measurement representing the acoustical interval between two tones. 1200 cents equal 1 octave. You can tune the keyboard to within 50 cents (101 levels) of its default pitch.
- You can use the number keypad to raise the pitch by entering the cent change value.
- The keyboard automatically resets the tuning pitch to the default value of 00 (cents) each time you turn off the keyboard or play the pre-recorded tunes (by pressing **DEMO** or **SONG**).

TROUBLESHOOTING

Trouble	Possible Cause	Remedy
No sound, even if keys are pressed.	The keyboard has turned off automatically.	Set POWER/MODE to OFF then ON again.
	The volume is turned down.	Repeatedly press VOLUME ▲ or ▼ to increase the volume.
	The headphones are connected.	Disconnect the headphones.
	Power supply problem.	Make sure the batteries are fresh and inserted correctly, or the AC adapter is connected securely.
	You are pressing too few accompaniment keys while POWER/MODE is set to FINGERED .	Set POWER MODE to NORMAL or CONCERT CHORD . Or press 3 or 4 keys to form a chord while MODE is set to FINGERED .
No sound when connected to an external amplifier.	The volume is turned down.	Repeatedly press VOLUME ▲ to increase the volume.
	Defective connection cord.	Replace the connection cord.
The keyboard's keys remain lit.	The keyboard is in standby for Step 2 play in lesson mode.	Press the lit keys, or press START/STOP to stop Step 2 play in lesson mode.
The keyboard's keys light but no sound is produced.	The keyboard has set itself to its auto power off mode.	Press any button or key.
RHYTHM does not work.	The keyboard is set to its SONG mode.	Press SONG to return to normal mode.
The tone of a prerecorded tune does not change.	A two-handed tune (85 through 99) is selected.	Press SONG or DEMO to exit the prerecorded tune mode.
Cannot change transpose/tune settings.	A prerecorded tune is selected or is playing.	Press SONG or DEMO to exit the prerecorded tune mode.
Cannot play correctly even when the lit keyboard keys are pressed in Step 1 play in lesson mode.	You are pressing more than one key at the same time, which causes accompaniment to advance the corresponding number of notes (up to four).	Press keyboard keys one by one during Step 1 play in lesson mode.

CARE

Keep the keyboard dry; if it gets wet, wipe it dry immediately. Use and store the keyboard only in normal temperature environments. Handle the keyboard carefully; do not drop it. Keep the keyboard away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.

SERVICE AND REPAIR

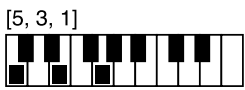
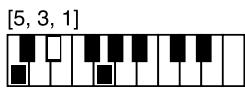
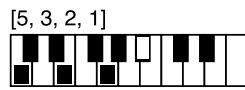
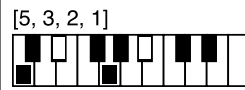
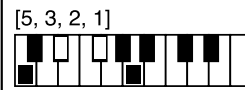


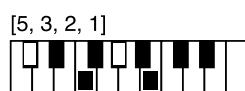

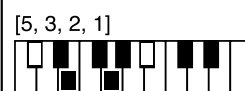






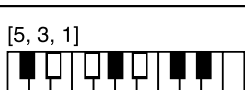

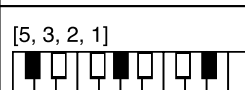



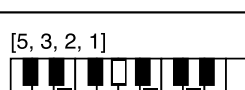
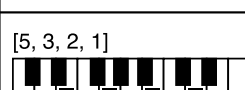
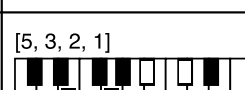


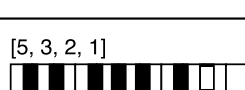
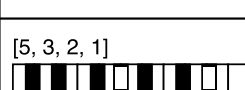
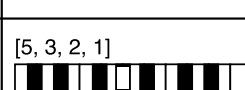


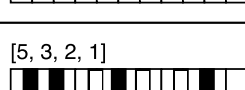
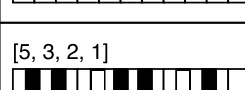
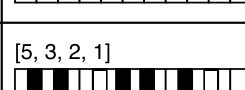


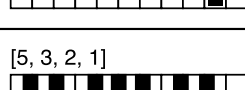
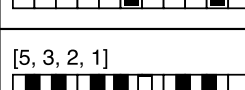
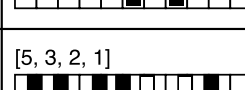


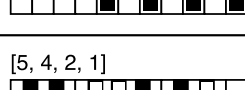
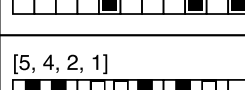
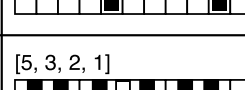

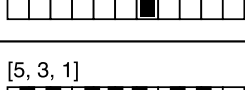
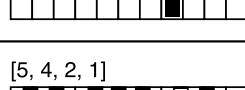
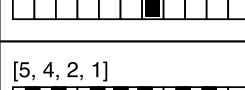
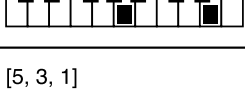


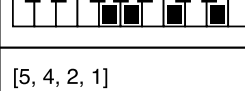
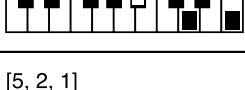
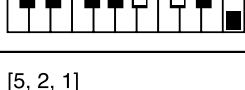
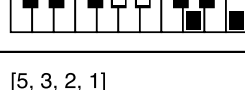

If your keyboard is not performing as it should, take it to your local RadioShack store for assistance. Modifying or tampering with the keyboard's internal components can cause a malfunction and might invalidate its warranty and void your FCC authorization to operate it.






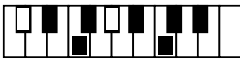

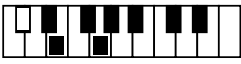


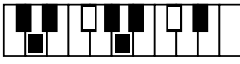
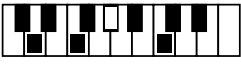
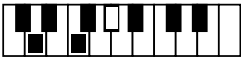
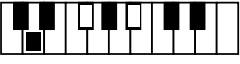

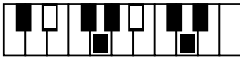


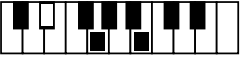
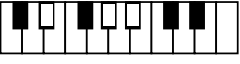
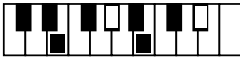
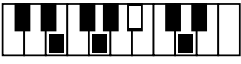
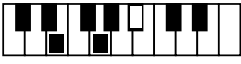
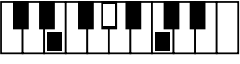


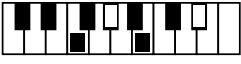
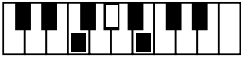


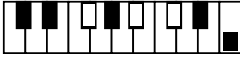
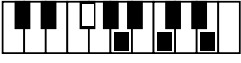
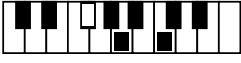
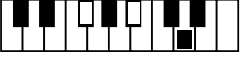
























STANDARD FINGERING CHORD CHARTS

These tables show the left-hand fingering for the chords you play most often.

This illustration shows which fingers on your left hand match the numbers on the charts.

You cannot play chords marked with an asterisk (*) in the fingered mode on this keyboard.

Chord Type Root	M	m	7	m7	dim7
C	[5, 3, 1] 	[5, 3, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 
C# (Db)	[5, 3, 1] 	[5, 3, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 
D	[5, 3, 1] 	[5, 3, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 
Eb (D#)	[5, 3, 1] 	[5, 3, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 
E	[5, 3, 1] 	[5, 3, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 
F	[5, 3, 1] 	[5, 3, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 
F# (Gb)	[5, 3, 1] 	[5, 3, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 
G	[5, 3, 1] 	[5, 3, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 
Ab (G#)	[5, 3, 1] 	[5, 3, 1] 	[5, 4, 2, 1] 	[5, 4, 2, 1] 	[5, 3, 2, 1] 
A	[5, 3, 1] 	[5, 3, 1] 	[5, 4, 2, 1] 	[5, 4, 2, 1] 	*
Bb (A#)	[5, 3, 1] 	[5, 3, 1] 	[5, 4, 2, 1] 	[5, 4, 2, 1] 	*
B	[5, 2, 1] 	[5, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 	*

Chord Root Type	M7	m7 ⁻⁵	dim	aug	sus4
C	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2] 	[5, 3, 1] 	[5, 2, 1] 
C [#] (D ^b)	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2] 	[5, 3, 1] 	[5, 2, 1] 
D	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2] 	[5, 3, 1] 	[5, 2, 1] 
E ^b (D [#])	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2] 	[5, 3, 1] 	[5, 2, 1] 
E	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2] 	[5, 3, 1] 	[5, 2, 1] 
F	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2] 	[5, 3, 1] 	[5, 2, 1] 
F [#] (G ^b)	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2] 	[5, 3, 1] 	[5, 2, 1] 
G	[5, 4, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2] 	[5, 3, 1] 	[5, 2, 1] 
A ^b (G [#])	[5, 4, 2, 1] 	[5, 4, 2, 1] 	[5, 3, 2] 	[5, 3, 1] 	[5, 2, 1] 
A	[5, 4, 2, 1] 	[5, 4, 2, 1] 	[5, 3, 2] 	[5, 3, 1] 	[5, 2, 1] 
B ^b (A [#])	[5, 4, 2, 1] 	[5, 4, 2, 1] 	[5, 3, 2] 	*	[5, 2, 1] 
B	[5, 3, 2, 1] 	[5, 4, 2, 1] 	[5, 3, 2] 	*	[5, 2, 1] 

Chord Root Type	7 sus4	m add9	m M7	7-5	add9
C	[5, 3, 2, 1] 	[4, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[4, 3, 2, 1]
C# (Db)	[5, 3, 2, 1] 	[4, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[4, 3, 2, 1]
D	[5, 3, 2, 1] 	[4, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[4, 3, 2, 1]
Eb (D#)	[5, 3, 2, 1] 	[4, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[4, 3, 2, 1]
E	[5, 3, 2, 1] 	[4, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[4, 3, 2, 1]
F	[5, 3, 2, 1] 	[4, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[4, 3, 2, 1]
F# (Gb)	[5, 3, 2, 1] 	[4, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[4, 3, 2, 1]
G	[5, 3, 2, 1] 	[4, 3, 2, 1] 	[5, 4, 2, 1] 	[5, 3, 2, 1] 	[4, 3, 2, 1]
Ab (G#)	[5, 4, 2, 1] 	[4, 3, 2, 1] 	[5, 4, 2, 1] 	[5, 4, 2, 1] 	[4, 3, 2, 1]
A	[5, 4, 2, 1] 	[4, 3, 2, 1] 	[5, 4, 2, 1] 	[5, 4, 2, 1] 	[4, 3, 2, 1]
Bb (A#)	[5, 4, 2, 1] 	[4, 3, 2, 1] 	[5, 4, 2, 1] 	[5, 4, 2, 1] 	[4, 3, 2, 1]
B	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[5, 3, 2, 1] 	[4, 3, 2, 1] 	[5, 3, 2, 1]

RHYTHM LIST

POPS I

00 CLUB POP
01 FUNKY POP 1
02 RAP POP
03 FUNKY POP 2
04 SOUL BALLAD
05 POP BALLAD
06 LOVE BALLAD
07 FUNKY POP 3
08 EPIC BALLAD
09 LITE POP

POPS II

10 16 BEAT SHUFFLE
11 16 BEAT POP
12 16 BEAT FUNK
13 8 BEAT POP
14 8 BEAT SOUL
15 8 BEAT SHUFFLE
16 DANCE POP 1
17 DANCE POP 2
18 POP FUSION
19 FOLKIE POP

ROCK I

20 ROCK WALTZ
21 SLOW ROCK 1
22 SLOW ROCK 2
23 SOFT ROCK 1
24 SOFT ROCK 2
25 SOFT ROCK 3
26 POP ROCK 1
27 POP ROCK 2
28 50'S ROCK
29 60'S SOUL

ROCK II

30 4 BEAT ROCK
31 ROCK
32 HEAVY ROCK
33 8 BEAT ROCK
34 STRAIGHT ROCK
35 HEAVY METAL
36 TWIST
37 NEW ORLNS R&R
38 CHICAGO BLUES
39 R & B

JAZZ/FUSION

40 BIG BAND
41 SLOW SWING
42 SWING
43 FOX TROT
44 JAZZ WALTZ
45 MODERN JAZZ
46 COOL
47 HARD BOP
48 ACID JAZZ
49 LATIN FUSION

DANCE/FUNK

50 TECHNO POP
51 RAVE
52 CLUB GROOVE
53 TECHNO
54 TRANCE
55 HOUSE
56 GROOVE SOUL
57 DISCO
58 RAP
59 FUNK

EUROPEAN

60 POLKA 1
61 POLKA 2
62 MARCH 1
63 MARCH 2
64 WALTZ
65 VIENNESE WALTZ
66 FRENCH WALTZ
67 SLOW WALTZ
68 SERENADE
69 TANGO 1

LATIN I

70 BOSSA NOVA
71 SAMBA
72 MAMBO
73 RHUMBA
74 CHA-CHA-CHA
75 MERENGUE
76 REGGAE
77 BOLERO
78 TANGO 2
79 LAMBADA

LATIN II/VARIOUS I

80 PUNTA
81 CUMBIA
82 SKA
83 TEX-MEX
84 SALSA
85 FOLKLORE
86 PASODOBLE
87 RUMBA CATALANA
88 SEVILLANA
89 FOLK

VARIOUS II

90 COUNTRY
91 BLUEGRASS
92 TOWNSHIP
93 FAST GOSPEL
94 SLOW GOSPEL
95 ADANI
96 BALADI
97 BAROQUE
98 ENKA
99 NEW AGE

SPECIFICATIONS

Number of Keys	61
Polyphonic Sound	12-note (Max.)
Preset Tones	100
Auto-Rhythms	100
Tempo	Adjustable (40 to 255 Beats Per Minute)
Other	Fill-In and Synchro Start
Accompaniments	Concert Chord, Fingered
Prerecorded Tunes	100 Tunes
Transpose	(F#~C~F: semitones)
Tuning	Adjustable A4 = 440 Hz ±50 cents
Built-In Speakers	4 Inch (10 cm) × 2 (Output 2W + 2W)
Terminals:	
Power Supply	DC 9V Jack
PHONES/OUTPUT Jack	Output Impedance: 78 Ohms Output Voltage: 4V (RMS) MAX 1/4-Inch Standard Jack
Power Sources	DC: 6 AA batteries AC: 120V, 60Hz, with AC adapter
Power Consumption	7.7 W
Dimensions (HWD)	$4\frac{5}{8} \times 37\frac{3}{16} \times 14\frac{15}{16}$ In. (11.8 × 94.4 × 36.3 cm)
Weight (Without Batteries)	9.9 lb (4.5 kg)
Included Accessories	Sheet Music Stand <i>Play Guide for the Prerecorded Tunes</i>

Specifications are typical; individual units might vary. Specifications are subject to change and improvement without notice.

Limited One-Year Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for one (1) year from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

RadioShack Customer Relations, 200 Taylor Street, 6th Floor, Fort Worth, TX 76102

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